

## SATYAM SAKHARAM DHOTARE

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**Objective:** A dedicated and enthusiastic Artificial Intelligence and Data Science student seeking an opportunity to apply academic knowledge, learn from real-world challenges, and contribute to innovative solutions in a dynamic environment.

## INTERNSHIPS AND PROFESSIONAL TRAININGS

### TNSIF Training

Training in Technical and Soft Skill (Java core)

Pune

June 2025 – Jul 2025

### Elite Softwares (23 Dec 2024 – 23 Feb 2025)

Pune

Completed a MERN stack internship at Elite Softwares, where I developed a responsive cybersecurity awareness website with interactive content. Gained experience in full-stack development, RESTful APIs, user authentication, and deployment.

Project: Developed the Cybersecurity Awareness Website using the MERN stack. The project fulfilled all its objectives by delivering a secure, responsive, and user-friendly platform that empowers users to explore cybersecurity topics.

### YBI Foundation (Oct 2023 to Nov 2023)

Completed Data analytics certificate program cum internship. I learned data prediction, data accuracy and tableau basics. Used Google Collab to perform hands on using python.

Project: Diabetics prediction

<https://github.com/Satyam6SD/diabetics-prediction>

## EDUCATION

### Dr. D. Y. Patil College of Engineering & Innovation, Varale campus, Talegaon

#### Pune University

BE: Artificial Intelligence and Data Science (7.25 SGPA)

Pune

2022 - 2026

### Kendriya Vidyalaya No.1 Dehuroad (CBSE)

Higher Secondary Certificate (63%)

Secondary School Certificate (86%)

Pune

July - 2022

July - 2020

## TECHNICAL SKILLS

Programming Languages: Python, C++, JavaScript, SQL, HTML, CSS, React

Packages & Operating Environment familiarity: Windows, Linux, MacOS, MongoDB, MySQL, Power BI

## PROJECTS

Student feedback management system:

This system allows students to submit feedback about courses and faculty members, while administrators can manage and review the feedback data. The project consists of the following key components: Dynamic form handling, responsiveness, secure admin access.

## ADDITIONAL INFORMATION

- **Publication:**

**Dhotare, S. S., & Bhoite, S. S. (2025). AI Engineering in the Making of Better Non-Player Characters (NPCs).** International Journal on Advanced Computer Engineering and Communication Technology, 14(1), 598–601 — Utilized reinforcement learning and modular AI architecture to enhance NPC realism and engagement in dynamic game environments.

<https://journals.mriindia.com/index.php/ijacect/article/view/567>

- National level karate player (dan 1 black belt)